



## Forceps

### ▼ Removing Foreign Objects

Point at the object you wish to remove with the Wii Remote, then press and hold both the A and B Buttons. With the buttons held, transfer the object to the tray at the right side of the screen. If the object is lodged in the patient's body, make sure you pull in the opposite direction. If you let go of the buttons before you get the item to the tray, you'll drop it and receive a "MISS."

### ▼ Placing Objects

There may be instances where you'll have to utilize the forceps to implant synthetic veins or artificial membranes into the patient. In these cases, after you've selected the forceps, the required materials will be made available on a tray at the left of the screen. First, point to the material on the tray. Then, press and hold both the A Button and B Button to pick it up. Lastly, move the material to the desired location and release one or both of the buttons.

### ▼ Adjusting the Angle

There will be objects such as bone fragments that must be placed at certain angles using the forceps. By twisting the Wii Remote, you can alter the angle at which you are holding these items.



## Syringe

When you select this tool, one or more medicine bottles will be shown. A two-step process is required to give the patient an injection. First, you'll have to draw the medication into the syringe, and then you'll have to administer it.

### ▼ Drawing Medication

After you've selected the syringe, one or more medicine bottles will appear on the bottom right of the screen.

With the Wii Remote, point at the one you wish to use and press the A or B Button. Medicine will be drawn until you release the button or the syringe is full.

### ▼ Administering Medication

Point to the area where you'd like to administer the medicine and press the A or B Button again. The amount injected depends on how long you hold down the button. If you limit the amount you inject, you can administer medicine in multiple locations without having to refill the syringe.



## Scanner

The scanner primarily functions as an ultrasound, detecting hidden tumors and other objects. However, it can also be used to enhance your view of the affected area during a delicate procedure. You can check to see if either of these functions is available during a procedure by selecting the scanner.

NOTE: In an operation where magnification is necessary, arrow icons will be displayed on all sides of the screen, indicating that scrolling is possible.



### ▼ Ultrasound

After selecting the scanner, a ring will appear around the cursor. The ultrasound will display a shadow beneath this ring whenever it detects an abnormality. Be sure to inspect the affected area carefully.

A shadow will only be displayed briefly as you pass the ultrasound over an abnormality. But, by pressing the A or B Button, you can lock in on the location and the shadow will be displayed for a few seconds longer.



### ▼ Magnification

In a situation where this function is required, press and hold the B Button while moving the Wii Remote to scroll the screen in the corresponding direction.



## Scalpel

This is the instrument you will probably use most often, specifically at the beginning of an operation, when you'll be making an incision. When the guideline appears, press the A or B Button and move the Pointer along the line. When you want to lift the scalpel and stop cutting, release the button. You should be careful at all times while using this instrument; a patient's vitals will drop significantly if you make an unnecessary incision.

